

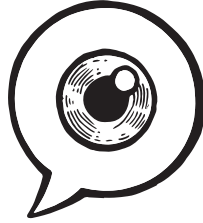


**A HANDY
GUIDE...**



VISUAL
STORYTELLING

MINISTRY OF STORIES



VISUAL LITERACY IS SOMETHING
ALL FILM-VIEWERS AND COMIC BOOK-READERS HAVE. WE PICK UP CLUES
AND DISCERN MANY THINGS FROM PICTURES.
EQUALLY, WHEN DRAWING COMICS, IT'S IMPORTANT TO PUT THE CLUES IN!



Workbook created by Deni Cherneva, Rich Catty and Emma Joliffe for Ministry of Stories.

Images © : Scott McCloud, Tom Gauld, Daniel Clowes, Chris Ware.

With thanks to Nobrow Press.

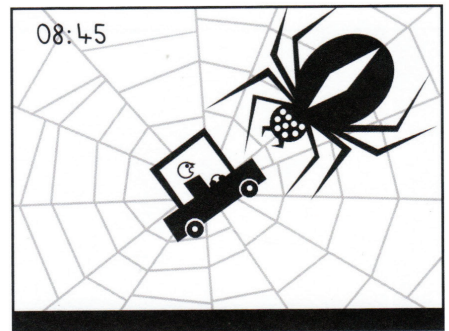
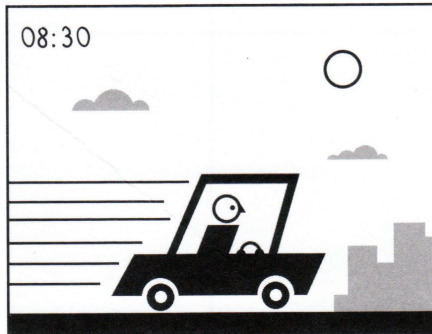
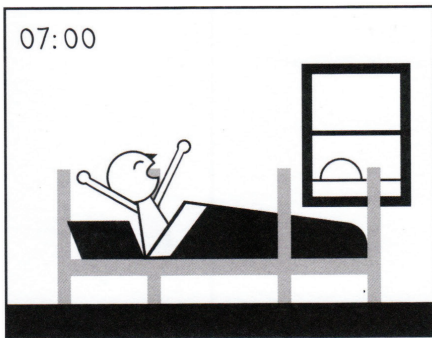
Ministry of Stories, 159 Hoxton Street, London N1 6PJ

www.ministryofstories.org

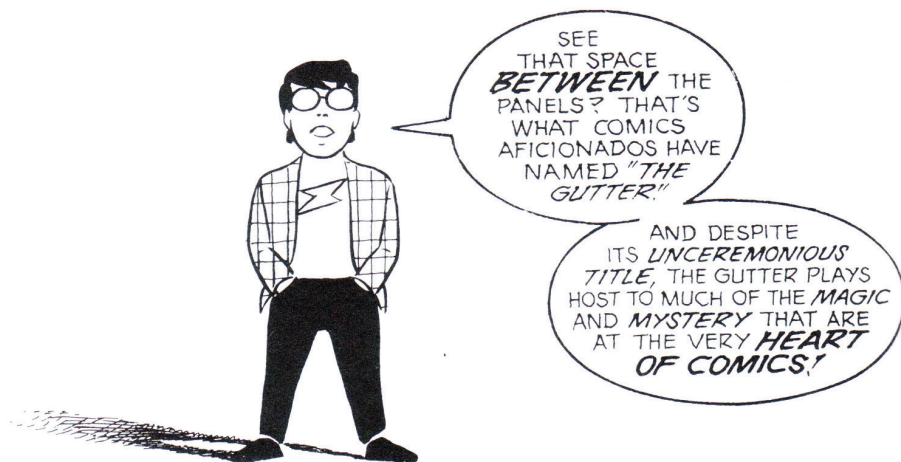
www.nobrow.net

WHAT DO YOU SEE?

THIS PAGE IN THE WORKSHOP COMIC BOOK IS INTERESTING TO ANALYSE. WHERE IS HE? HOW DO YOU KNOW? WHOSE CAR IS IT? HOW DO YOU KNOW? THE SETTING IS PART OF THE STORY. NOTE THE MOVEMENT FROM PANEL TO PANEL.

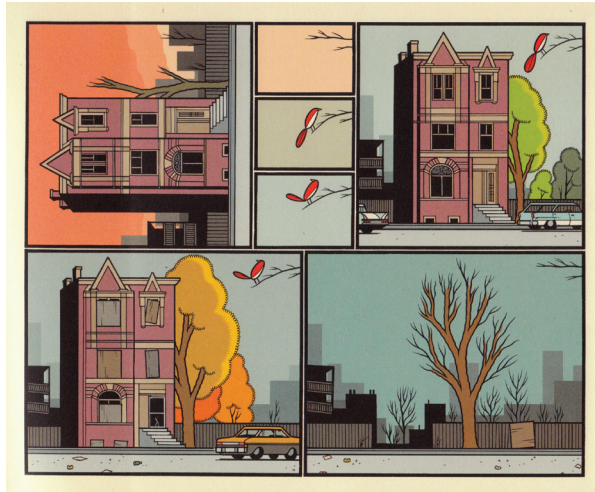


WE READ THE PANELS, BUT WE ALSO READ THE MOVEMENT AND THE GAPS BETWEEN THEM (GUTTER).. OUR MIND TAKES THE TWO IMAGES THAT BOARDER THE GUTTER AND TRANSFORMS THEM INTO A SINGLE IDEA. HERE'S SCOTT MCCLOUD AGAIN- THE 'INVISIBLE THIRD PANEL'.



TIME SEQUENCE

THE TRANSITION BETWEEN PANELS REQUIRES VERY LITTLE CLOSURE. IT CAN CAPTURE A SPLIT SECOND OR AN ETERNITY. ILLUSTRATION BY CHRIS WARE.

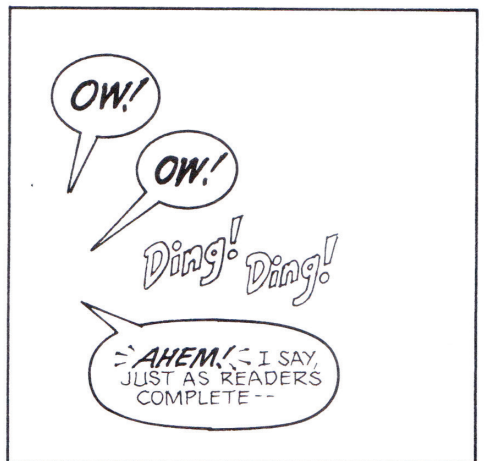
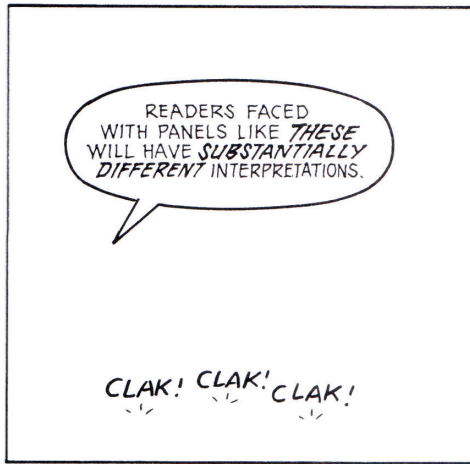


YOU CAN ALSO SPLIT TIME IN A SINGLE PANEL, THROUGH DIALOGUE WHICH SUGGESTS A SEQUENCE. SEE HOW EACH PANEL CAPTURES A MOMENT OF THE SCENE. ILLUSTRATION BY TOM GAULD.

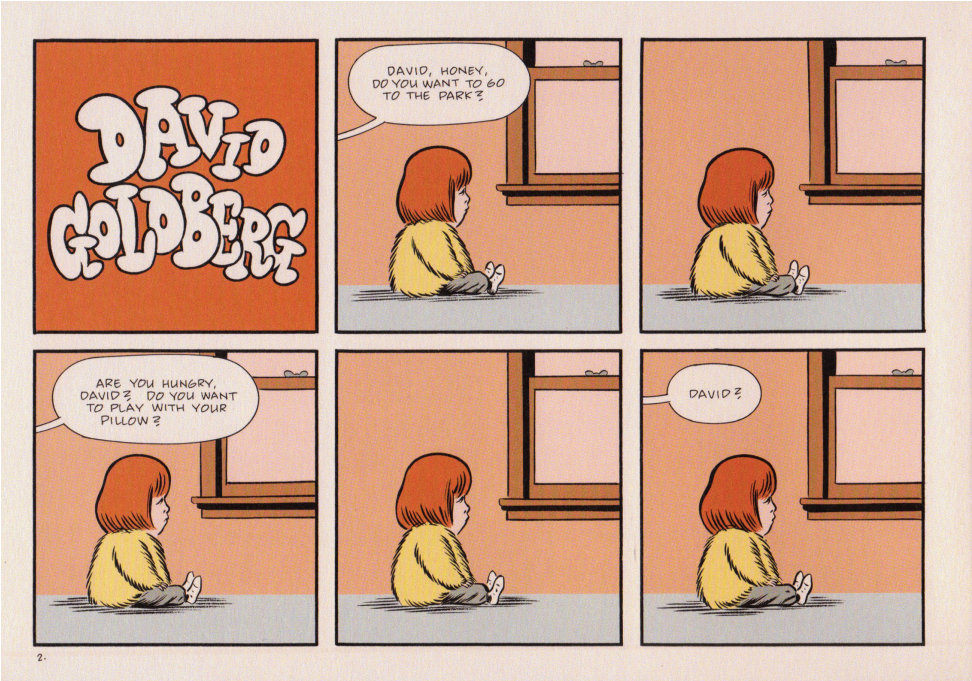


DIALOGUE

IN COMICS, SOUND IS SEEN RATHER THAN HEARD. THAT MEANS YOU CAN REPRESENT SOUND VISUALLY. SPEECH/ THOUGHT BUBBLES ARE MUCH MORE THAN JUST A DEVICE FOR DELIVERING DIALOGUE OR INTERNAL MONOLOGUE. THEY CAN VISUALLY REPRESENT SOUND TOO.



THE PRESENCE OF DIALOGUE SOMETIMES DOESN'T REQUIRE THE PARTICIPANT TO BE IN THE PANEL. THE SPEECH BUBBLE SUGGESTS THE CHARACTER IS PRESENT IN THE STORY.



FURTHER READING:

Websites:

<http://sequart.org/magazine/59465/time-paradox-sound-in-comics/>

<http://www.goshlondon.com/>

<http://nobrow.net/> (partners who developed workshop with us).

<https://www.drawnandquarterly.com/>

On Comics and Visual Storytelling:

McCloud, S Understanding Comics (1993)

McCloud, S Making Comics (2006)

Recommended graphic novels:

Pearson, L Everything We Miss (2011)

Thompson, C Blankets (2003)

Broskol, V Anya's Ghost (2012)

Clowes, D Ghostworld (1997)

Spiegelman, A Maus: A Survivor's Tale (1986)

Satrap, M Persepolis (2003)

Collins, S The Gigantic Beard that was Evil (2013)

Spiegelman, A & Auster, P City of Glass: The Graphic Novel (2004)

Kuper, P & Kafka, F Give it Up (1999)

Recommended comic strips:

Beaton, K Hark! A Vagrant (2011)

Collins, S Some Comics (2014)



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